

ICE DEVILS

SCENARIO ASL TAC 46 Translated by Coastal Fortress Gaming Group



Northwest of RZHEV, RUSSIA, 25 March 1942:

During their first winter in Russia, the Germans suffered along the whole front from many soviet counterattacks. The Germans particularly feared the infiltration of ski troops behind their lines. They were unable to block this form of attack because their defenses were mainly concentrated around isolated villages. The 2nd Battalion of the 464th Infantry Regiment took position in a hamlet, trying desperately to protect themselves from the extreme winter (the outside temperature reached -45° Celsius). Patrols were organized to control the area and numerous soviet infiltrations were intercepted. At dawn on March 25, a hundred Soviets on skis suddenly appeared from the adjacent forest. Equipped only with submachineguns and demolition charges, they moved so quickly that they reached the first buildings before the defenders could react.

BOARD PLACEMENT:

BALANCE:

- ★ Add a DC to the Russian OB
- ☛ Replace the 8-0 leader with a 8-1 leader in the German OB

▲
N

5
24

VICTORY CONDITIONS: The Russians win as soon as they score 25 Victory Points (in addition to CVPs, they score 1 VP per building hex controlled in the German setup area)

☛ GERMAN sets up first	1	2	3	4	5	6	END
★ RUSSIAN move first							

G Company, 2nd Battalion, 464th Infantry Regiment [ELR:3]
Sets up on board 24 on/between hexrows V and J {SAN:3}:

4'-6-7	5-1	8-0	7-0	5-12	3-8	50 * [2-13]
10				3	2	

Sanger
IS or Gun
OBA: +3+
Other: +1+

3

Special ski assault company [ELR:3]
Sets up at a range of 3 hexes from 5P5 {SAN:2}:

6-2-8	3-2-8	5-2	8-1	8-0	2-6	30-1
9					3	3

Scenario Design: Théophile Monnier '94

SSR:

1. EC are Deep Snow (E3.73) with no wind at scenario start. Extreme winter is in effect (E3.74).
2. The Russians are ski equipped (E4.) and have Winter Camouflage (E3.712).
3. No Russian leader may be exchanged for a Commissar. The Russians MMCs morale is considered underlined.
4. The Valley on board 24 does not exist (treat all terrain there as being on base Level 0). Building 24V3 has no second floor.
5. The Sangars are snow-built fortifications sprayed with water to turn the snow to ice. All Sanger rules (F8.) applies.

AFTERMATH: Many German MGs jammed because of the extreme cold and furious close combat developed in the buildings. Heavily laden with explosives, several Soviet soldiers were blown to pieces as their loads exploded. Very aggressively, the Russians disrupted the first defense line. In the middle of the morning, G Company counterattacked and reversed the situation after some violent hand-to-hand combat. All of the Russian soldiers were in fact NCO volunteers, promised promotions if they took the village. Of the 100 attackers, only 9 surrendered. All of the others were killed.